









YOUR CARD COLLECTION ENDS HERE!

With the cards from this issue, together with the cards from the previous three issues, you can play these two games:

Speed Puzzle and Spot the Pair.









SPEED PUZZLE

A game for 2, 3, or 4 players.

Object: To complete a 3x3 puzzle scene as quickly as possible.

How to play: Shuffle together two or more sets of cards. Take turns drawing cards, with the youngest player going first. The first card each player draws confirms their puzzle scene.

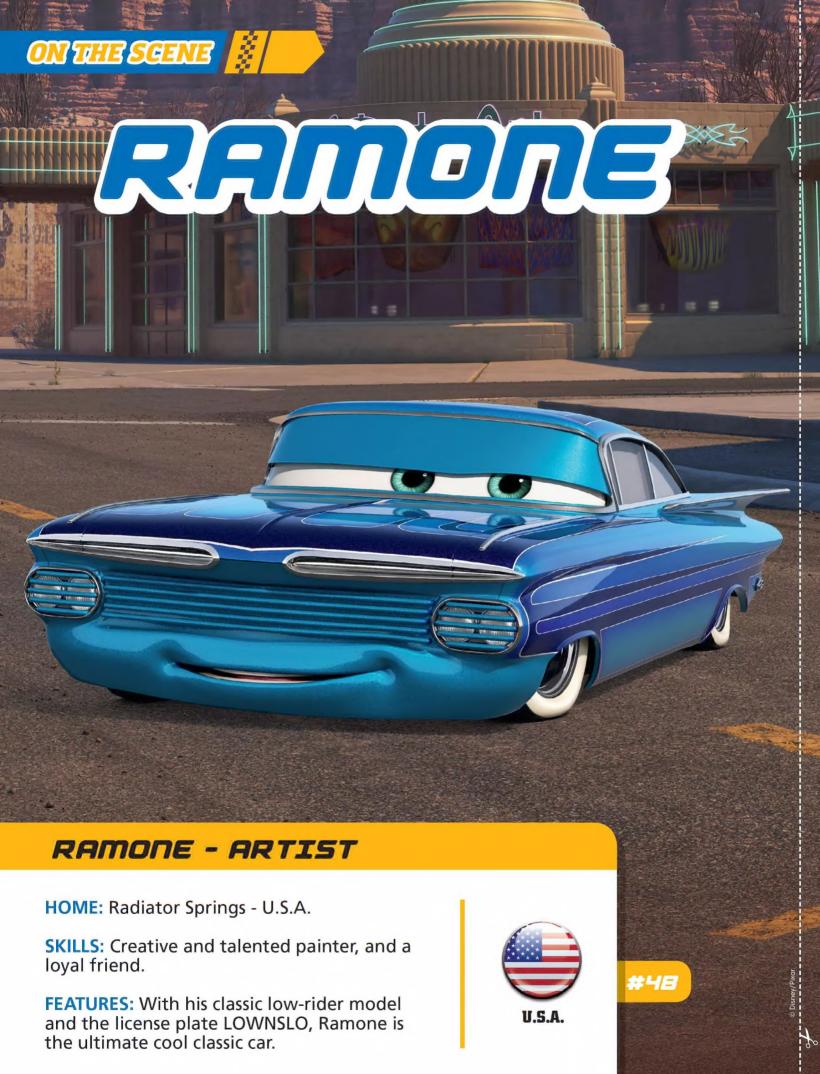
Only one player can play each scene, and players can only keep cards from their scene. Keep drawing until all the cards are used, then shuffle the discarded cards and use them again.

And the winner is... the first player to complete a 3x3 puzzle.

YOU'LL FIND THIS ISSUE'S **8 CARDS** ON **PAGE 35**, AS WELL AS THE RULES FOR THE **SPOT THE PAIR GAME**.

HAVE FUN!





GREAT ARTIST

Ramone is an artist—a true magician with paint. He never hesitates to test out new styles and colors on himself, and he loves to surprise his friends in Radiator Springs with a brand-new spray job.





LOOKING FOR CUSTOMERS

Before Lightning McQueen helped put Radiator Springs back on the map, business was a bit slow in Ramone's House of Body Art, and Ramone was desperate to get new customers.

BUSY BODY PAINTER

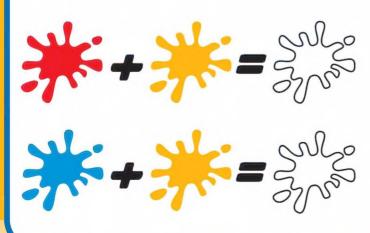
With Lightning's arrival in Radiator Springs, everything changed. These days Ramone is a famous body artist with customers all over the country-and even new race star Cruz Ramirez has been one of them.



COLOR FIESTA

Ramone loves to mix different colors.

Can you figure out which colors you'll get when mixing the following combinations?





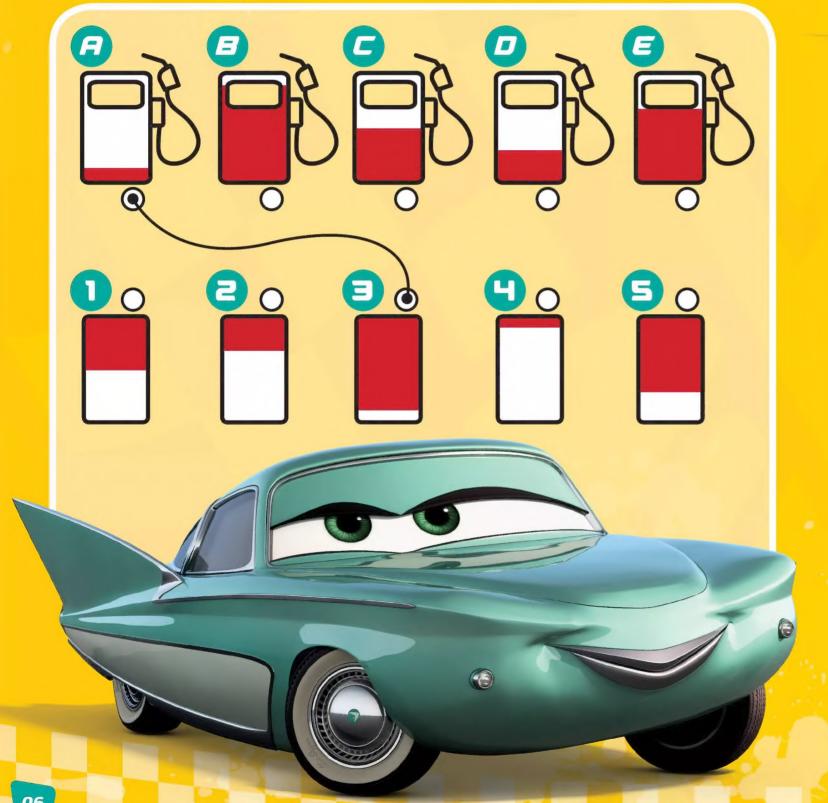






Before opening the V8 Café in the morning, Flo needs to fill up all the gas tanks.

Make sure each tank gets the correct amount of gas. We've helped you with the first.

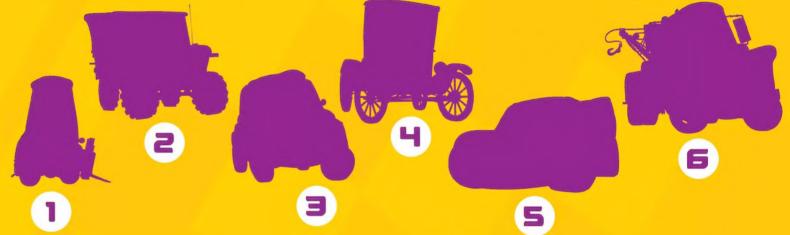




All her regulars are there to get their morning cup.

Can you see who they are? Match the cars to their silhouettes and see if you can spot which silhouette doesn't have a match.





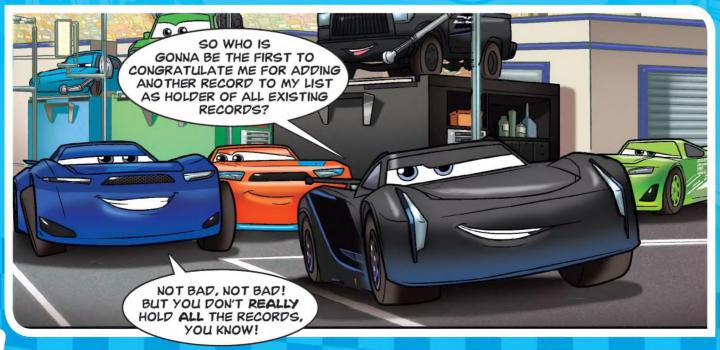


When Flo closes down for the night, she drives to meet Ramone at the drive-in cinema, but there are several roadblocks ahead.

Can you show her how to get to him without crashing into any cones?













HAPPY





NEUTRAL





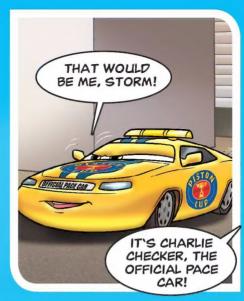
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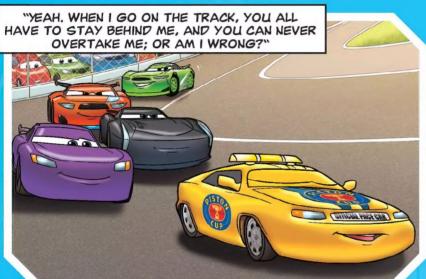


























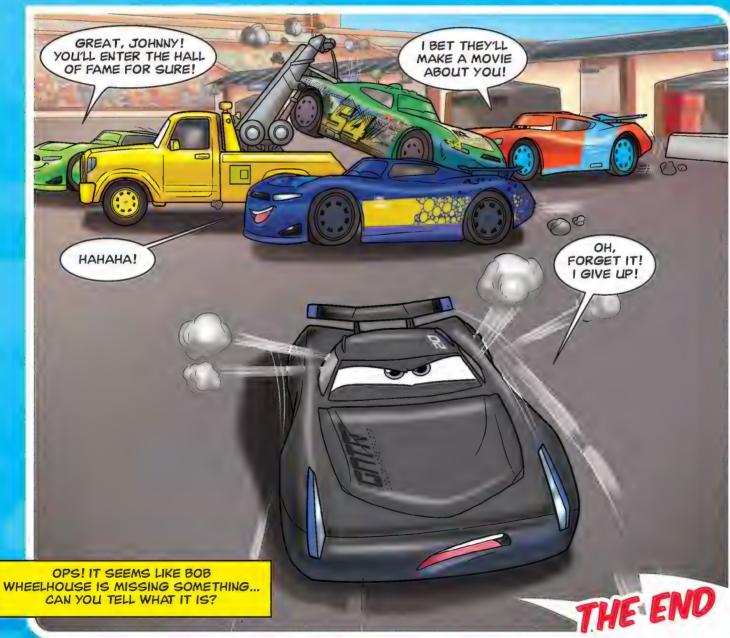








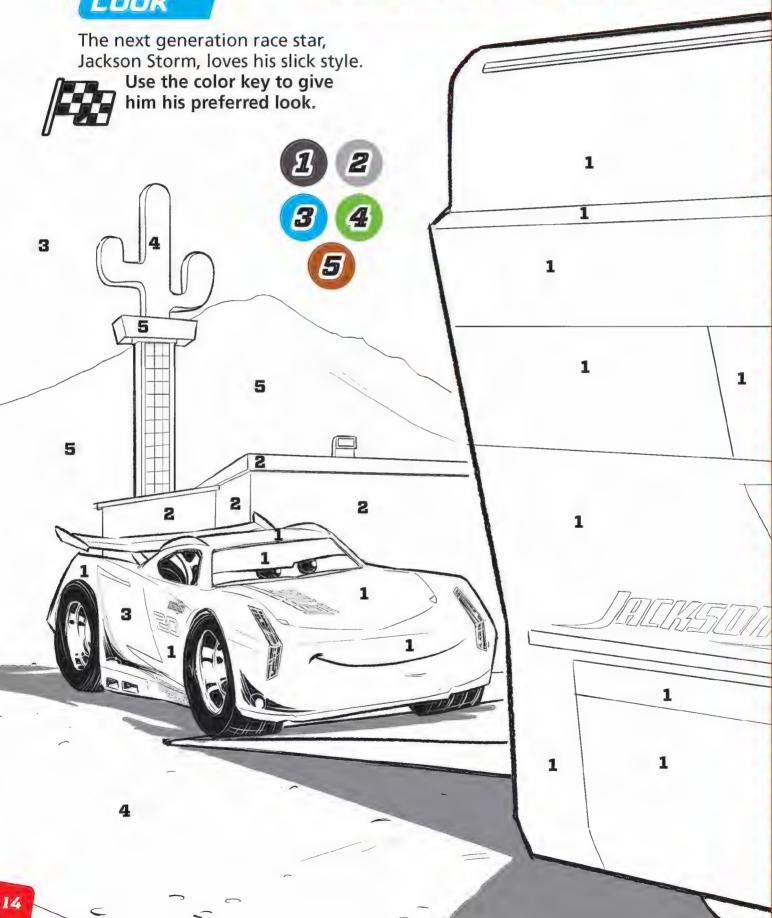






ROOKIE RACER

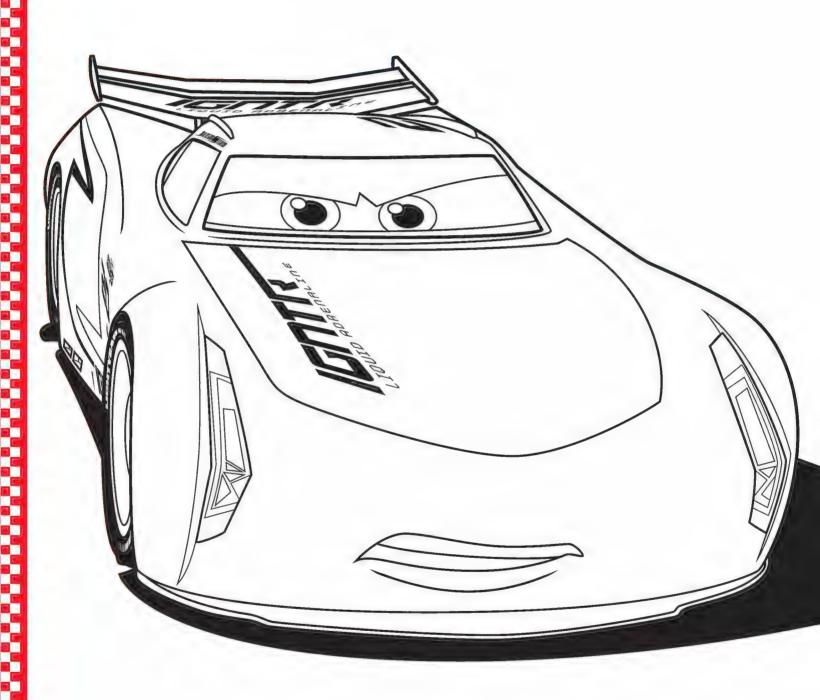
SMART LOOK





If Ramone got a chance to give Jackson Storm a whole new look, what colors and design elements do you think he would give him?

Get your favorite colors and start redesigning Jackson Storm!

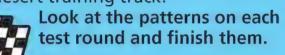


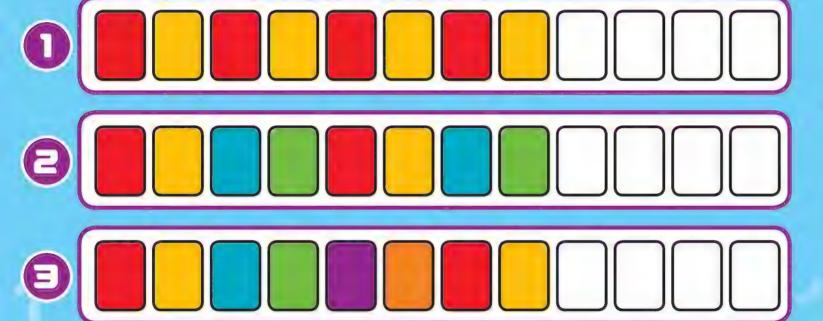


THUNDER ELIGHTIS



Lightning is doing rounds on the desert training track.







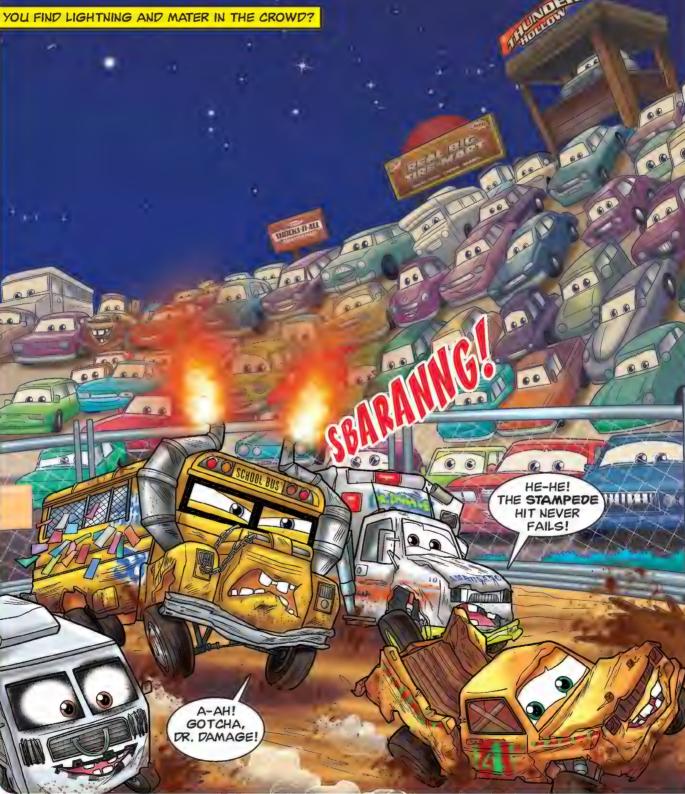


COLORFUL RREE! INSTRUCTIONS **GAMES** Ramone is challenging Radiator Springs' own race stars, Lightning McQueen and Cruz Ramirez, on a real color run. A game for 2–3 players. The youngest player starts. Place your toy cars or cutout tokens at the START. Take turns rolling the color die and moving to the next space with the corresponding color. The first YOU'LL FIND player to reach the finish line is the winner. Good luck! A DIE AND **TOKENS TO CUT OUT ON** PAGE 33. START CRUZ LIGHTNING RAMONE RAMIREZ MEQUEEN

THE ULTIMATE CHALLENGE

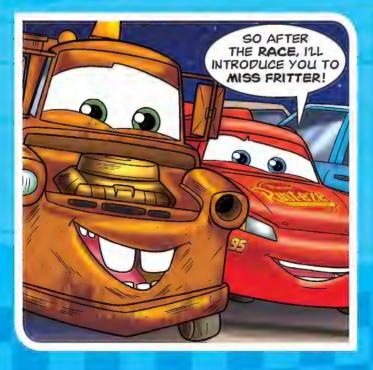
THERE'S A NO-HOLDS-BARRED DEMOLITION DERBY UNDER WAY AT THE THUNDER HOLLOW CRAZY EIGHT! AND THERE ARE TWO UNEXPECTED SPECTATORS!

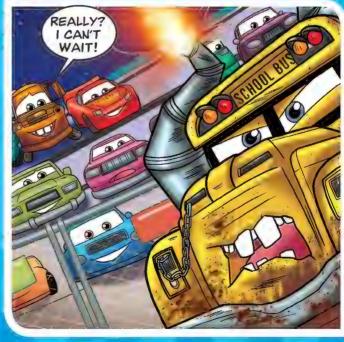
CAN YOU FIND LIGHTNING AND MATER IN THE CROWD?



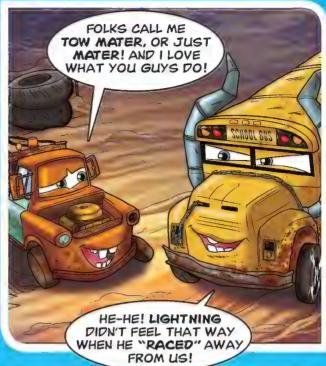




























FRIENDLY FUN



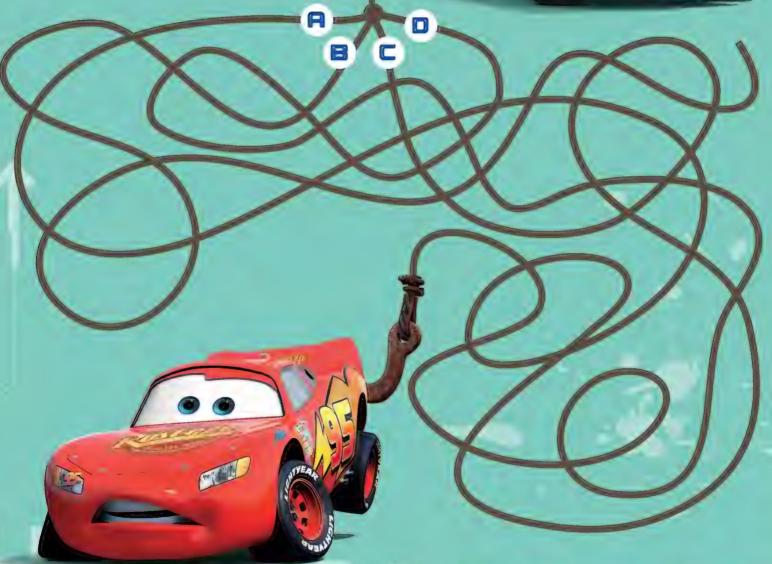
HOOKED

Mater's hook often comes in handy when Lightning's in trouble.



Help Mater rescue Lightning from the
Crazy Eight track's mud
by finding the rope that leads to Lightning.







Mater is a central character in Radiator Springs, and it's hard to imagine what the small town would be like without his wit and warm heart.



Here he is with some of his best friends. Can you spot and circle the 10 differences in the bottom picture?





CRAFT |

I CAN
REMEMBER EVERY
SINGLE PAINT JOB
I'VE HAD!

GOOL GARS NIENIORY



YOU'LL NEED:

- Safety scissors
- Glue
 - Cardboard sheet (A4)



Cut out page 29 and glue it onto the cardboard sheet.



Carefully cut out all the memory cards following the cutting marks.



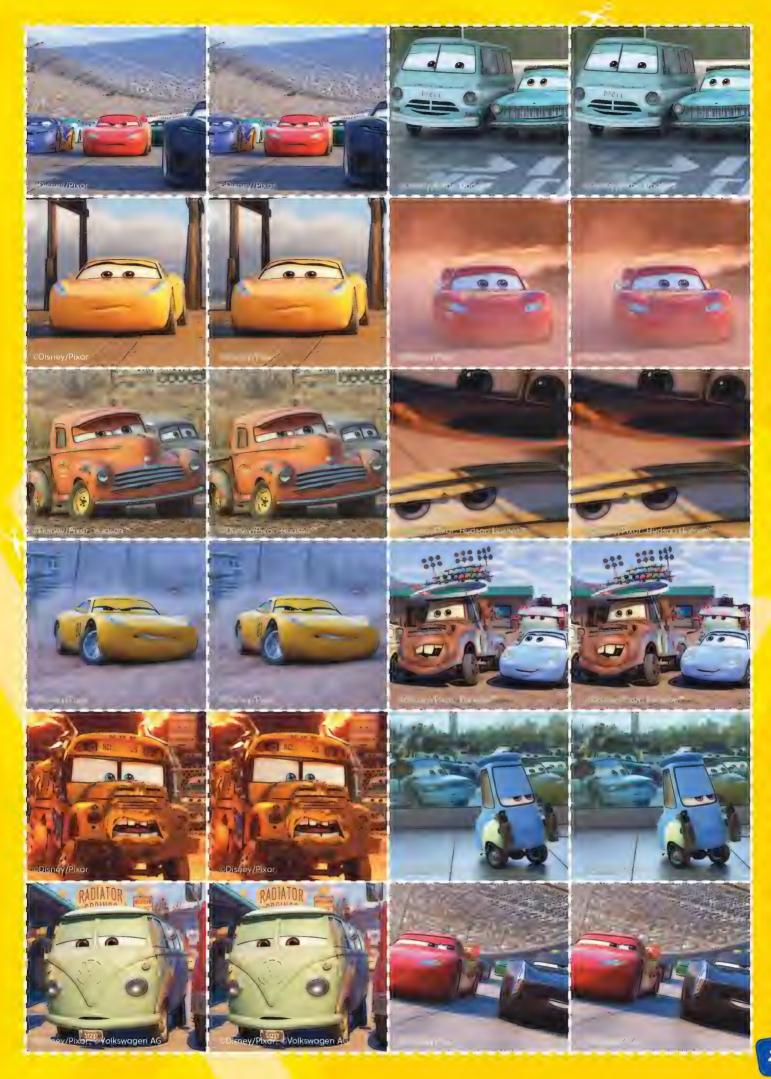
Lay the cards facedown in a grid. Take turns and pick two cards. If they match, keep them and have another turn. If they don't, return them facedown. The player with the most pairs when all the cards are collected wins!

E

Now you're ready to play!



Tip! Look at page 30 before cutting.







QUEEN OF RACING!



Louise Nash was the first female racer – she even had to trick her way into getting her first start number! Since then her number has always been 94.



Of all the numbers below, only one is correct.
Can you spot and circle it? Watch out, the correct number might be upside down!



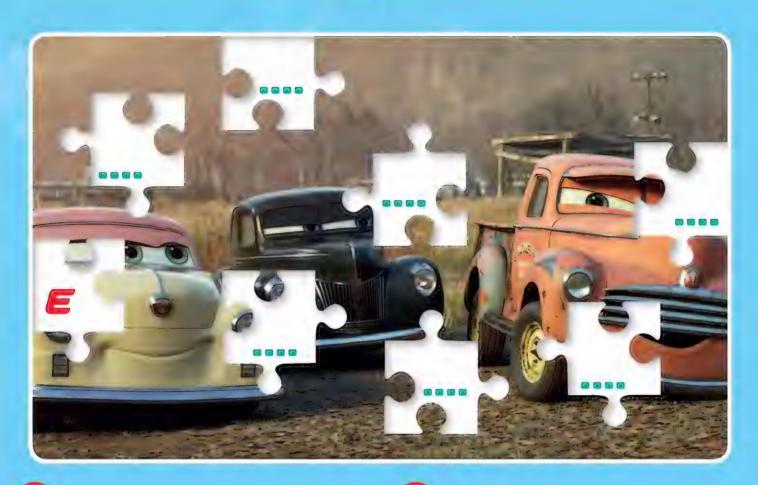




Louise and her friends are doing their best to coach Lightning when he shows up in Thomasville.

Place the puzzle pieces to complete the scene.





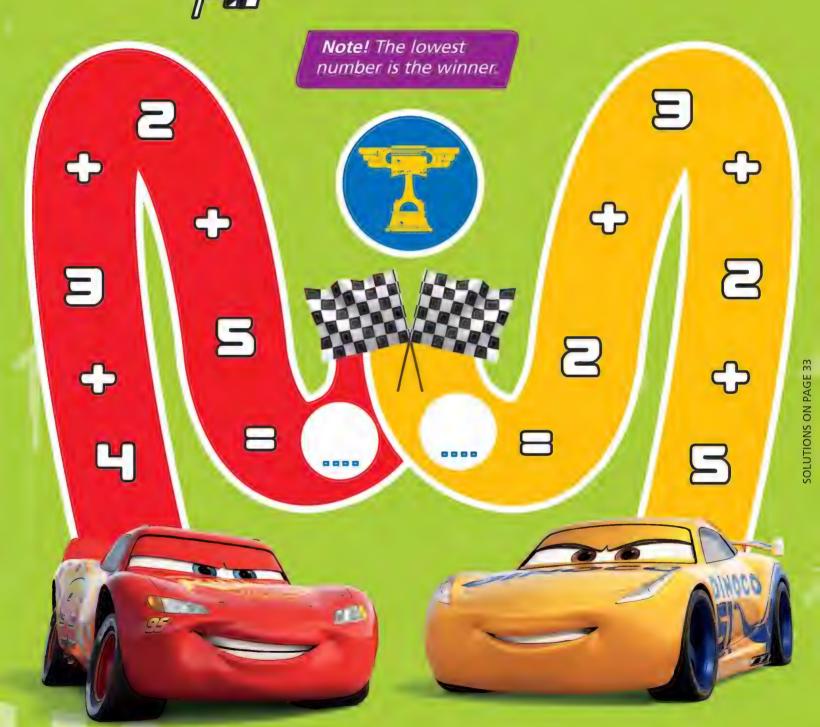




CHASING SECONDS

Cruz and Lightning are racing each other at the training track and every second counts!

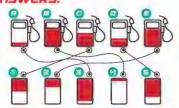
Add the times of each section of the track to see who wins the race.



GAME SOLUTIONS

PAGES 6-7:

DAILY ROUTINES



MORNING SIP

A = 6 B = 4 C = 2 D = 3 E = 1 DOES NOT HAVE A MATCH.

DATE NIGHT



PAGES 18-19:

RIGHT ROUND



PAGES 18-19:

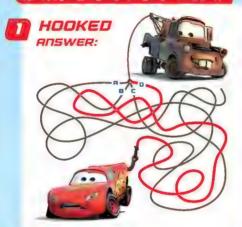
ONE OF A KIND

A=I B=M C=K D=H F=J G=L



DOES NOT BELONG TO A PAIR.

PAGES 26-27:



BEST MATES



PAGES 30-31:

WINNING NUMBER ANSWER:



PARTS AND PIECES



PAGE 32:

CHASING SECONDS
ANSWERS:



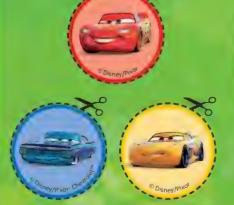
74



TE

LET'S PLAY!

Here are the tokens and the die to cut out and play the game on pages 20-21.









GLUE





RACE ON WITH CRUZ



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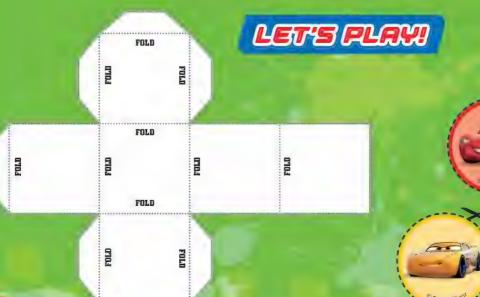
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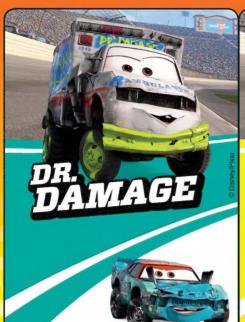
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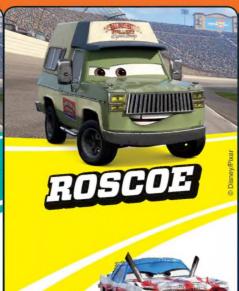


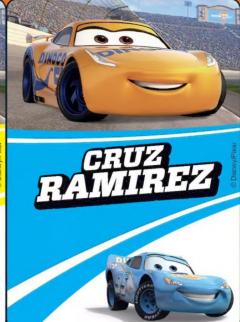


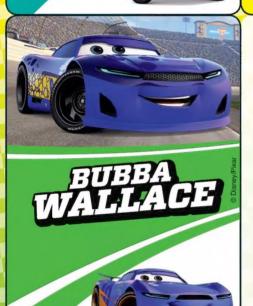


Here are the tokens and the die to cut out and play the game on pages 20-21.









SPOT THE PAIR

A game for 2, 3, or 4 players. Object:

To collect the most pairs of matching cards.

How to play:

Shuffle the cards and place them facedown in rows to make a large rectangle. The youngest player goes first by flipping over two cards. If the two cards are a matching pair, the player keeps the cards and goes again. If the cards are not a match, they are turned back over in their original positions, and it is now the next player's turn. The game continues until all cards are collected.

And the winner is . . .

the player with the most cards.













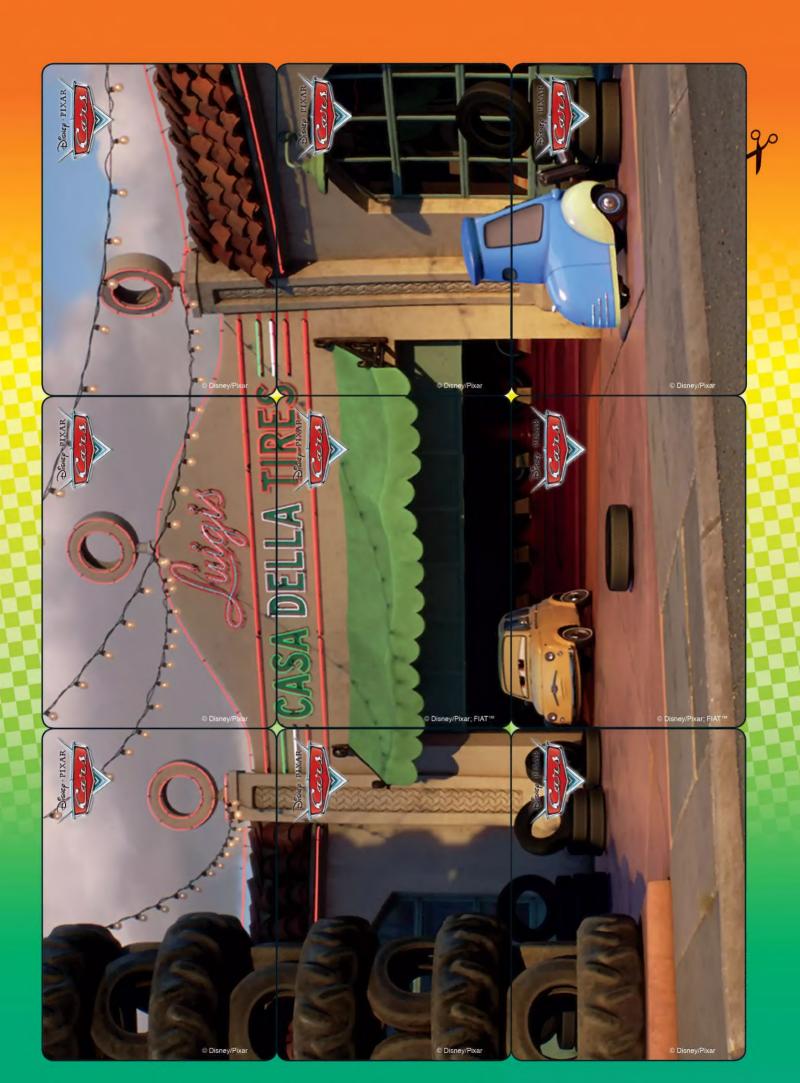






DANNY SWERVEZ

























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